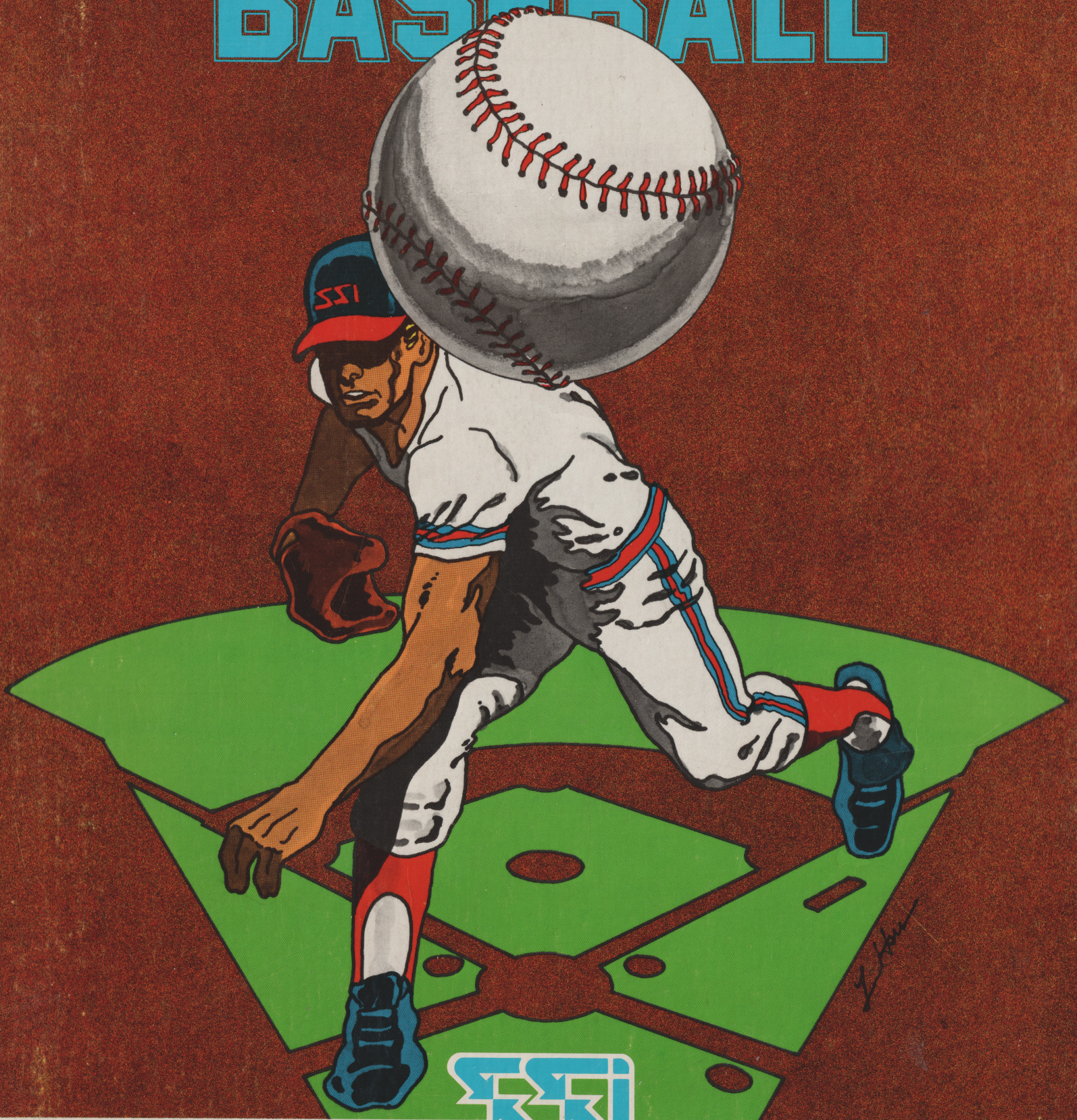


COMPUTER BASEBALL™



STRATEGIC SIMULATIONS INC.



TM

APPLE II



STRATEGIC
SIMULATIONS
INC

For Your
APPLE II
with
Applesoft
ROM Card
or
AppleII
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover
Design:
LOUIS HSU
SAEKOW



GOOMPUTERBALL™



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COMPUTER BASEBALL™ is designed by Charles Merrow and Jack Avery,
who also designed **SSI's COMPUTER AIR COMBAT™**.

□ Playing Time: 1 Hour

□ Introductory Level

- ☐ Create your own teams or select from many past and present major-league teams.

- ☐ Each baseball player individually rated.

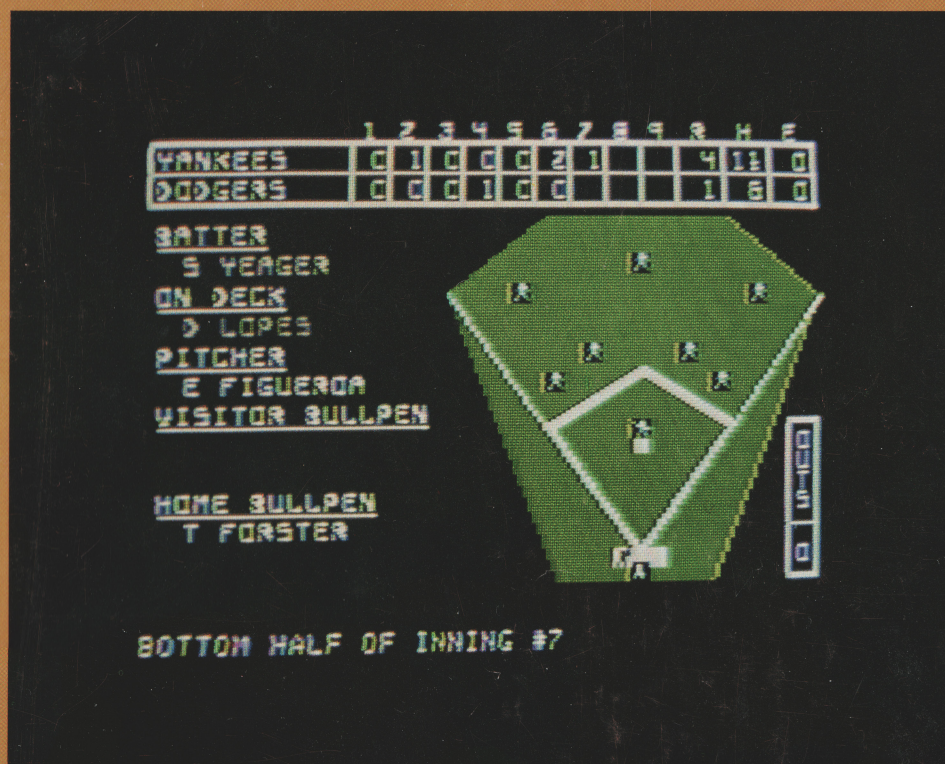
- ☐ Select from over 25 strategy options.

- ☐ Hi-Res playing field showing positions of the fielders as determined by player's strategies.

- ☐ Tabulates statistics for each game.

- ☐ Two-player and solitaire (computer-as-opponent) games.

MANAGE ANY TEAM IN THE WORLD IN YOUR VERY OWN BALLPARK!



Animated, color Hi-Res graphics displays the batter, on-deck hitter, and the contents of both bullpens. The diamond comes complete with fielders, batters (noting right- and left-handed batters and pitchers), and marks the baserunner with a number which denotes his/her running ability (1 to 9, with 9 being best).

It may sound like an outrageous boast, but that's exactly what **COMPUTER BASEBALL™** lets you do. With this highly realistic strategy game and your computer, you can manage any team you like — from the neighborhood hackers to the 1944 St. Louis Browns!

COMPLETE STATISTICS

can be entered for all the players. For pitchers, the computer asks for games and innings pitched, walks, strikeouts, won-loss record, and ERA. For batters, it asks for extensive data, such as batting average, home runs, stolen bases, fielding ability, and number of games played.

For you historical buffs, the data for over 20 great past and present major league teams are provided so you can re-create memorable games that were

and those that might have been.

ALL THE OPTIONS

of a big time manager are at your disposal. You decide whether your team should hit and run, pinch hit, pinch run, bunt, steal, run conservatively or aggressively.

On defense, you can call for the first and third basemen to guard the lines, or for the outfield to play shallow. You can opt to hold runners tight or loose, or ask for infield in at double-play depth, or in all the way.

Since pitchers deserve special attention, you can choose between a righthander and a southpaw. You can tell him to pitch around the batter or simply order an intentional walk. You can even visit the mound to see how he's doing, and if necessary, dig into the bullpen for a reliever.

THE COMPUTER resolves the action based on your decisions and the reams of player statistics you've fed into it. Using animated, color Hi-Res graphics, the computer presents an amazingly realistic simulation of baseball that's fun and fast to play. It is so true to life that a hitter with a high RBI total will be biased to hit more often when runners are on base. On potential double plays, it will check for the fielding abilities of the players involved and for the running ability of the batter and person on first base. It even accounts for streak hitting and pitching.

THE COMPUTER IS HUMAN, TOO.

Like a human opponent, it will manage the opposing team during solitaire play.

It also referees the game like a real-life umpire, and like its human counterpart, the computer always thinks it is right and is thus completely unyielding. So, as in a real baseball game, you can yell and scream at the umpire all you want, and nothing's going to change.

But then, that's all part of the fun. At least here, you won't get thrown out of the game!

GAME CONTENTS:

5¼" program disc
 Rulebook
 Player statistics manual
 2 player-aid cards

